

Ogres - 2k

Ogres (Neutral)								
Warriors								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	3+	-	5+	18	15/17	200	Brutal, Crushing Strength (1)
- Brew of Sharpness							45	
Shooters								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	5+	4+	18	15/17	230	Brutal, Crushing Strength (1), Heavy Crossbows (Range 36"), Piercing (2), Reload!
- Blessing of the Gods							25	
Chariots								Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	8	3+	-	5+	12	13/15	170	Base Size: (50x100mm), Brutal, Crushing Strength (1), Thunderous Charge (2)
- Maccwar's Potion of the Caterpillar							20	
Regiment(3)	8	3+	-	5+	12	13/15	170	Base Size: (50x100mm), Brutal, Crushing Strength (1), Thunderous Charge (2)
Warlord								Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	3+	-	5+	7	15/17	175	Hero (LrgInf), Brutal, Crushing Strength (2), Inspiring, Nimble
- Mount on chariot, gaining Thunderous Charge (1) and Speed 8, changing to Hero (Large Cav) on a 50x100mm base.							15	
- Banner of the Griffin							25	
Army Standard								Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	3+	-	4+	3	11/13	70	Hero (LrgInf), Brutal, Crushing Strength (1), Inspiring, Nimble
- Lute of Insatiable Darkness							25	
Warlock								Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	4+	-	4+	2	12/14	100	Hero (LrgInf), Brutal, Crushing Strength (1), Inspiring (Ogre Berserker Braves only), Lightning Bolt (3), Nimble, Ogre Warlock
- Wind Blast (5)							30	
- Myrddin's Amulet of the Fire-heart							10	
(1)	6	4+	-	4+	2	12/14	100	Hero (LrgInf), Brutal, Crushing Strength (1), Inspiring (Ogre Berserker Braves only), Lightning Bolt (3), Nimble, Ogre Warlock
- Wind Blast (5)							30	
- Scarletmaw's Fenulian Amulet							25	

Grokagamok[1]								Hero (LrgInf)
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Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	3+	-	5+	7	15/17	260	Hero (LrgInf), Brutal, Crushing Strength (3), Nimble, The Amputator, Very Inspiring

Grokagamok's Finest Braves[1]								Large Infantry
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Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	-	4+	30	-/19	250	Brutal, Crushing Strength (1), Elite, Iron Resolve

Hell on Wheels[1]								Formation
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Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	25	Formation: Hell on Wheels

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Banner of the Griffin	This unit gains the Rallying! (1) Special rule, or Increases the value of its Rallying! by 1, to a maximum of 2.
Blessing of the Gods	The unit has the Elite special rule.
Brew of Sharpness	The unit has +1 to hit in melee.
Brutal	When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
Formation: Hell on Wheels	Formation must contain: 2x Chariot Regiments 1x Warlord on Chariot Each unit in this formation gains +1 to both their Waver and Rout Nerve values. The Warlord in this formation is granted Rallying (1).
Inspiring	If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
Iron Resolve	If this unit is Steady as a result of a nerve test, it regains 1 point of damage previously suffered.
Lightning Bolt	Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
Lute of Insatiable Darkness	This artefact can only be used by Heroes. The Hero has the Bane-Chant (2) spell.
Maccwar's Potion of the Caterpillar	The unit has the Pathfinder special rule.
Myrddin's Amulet of the Fire-heart	Once per game, after using a ranged attack or spell, this unit may immediately use another different ranged attack or spell it possesses, against the same or a different target.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the –1 to hit modifier for moving and shooting.
Ogre Warlock	The Warlock gains an additional dice for spells for each unit of Berserker Braves within 6".

- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Reload!** The unit can fire only if it received a Halt order that turn.
- Scarletmaw's Fenulian Amulet** Units with the Lightning Bolt spell only. This item increases the unit's Lightning Bolt (n) value by 2. For example, Lightning Bolt (3) becomes Lightning Bolt (5).
- The Amputator** The bearer of this massive axe has an increased Crushing Strength (already included in the profile). In addition, the bearer's Melee attacks also have the Blast (D3) special rule.
- Thunderous Charge** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by 1 (to a minimum of zero) when Hindered.
- Very Inspiring** This is the same as the Inspiring special rule, except that it has a range of 9". Any rule which affects Inspiring also affects Very Inspiring.
- Wind Blast** Spell. Range 18". Hits don't inflict damage. Instead, each hit pushes the target enemy unit 1" directly backwards if the caster is in the target unit's front arc, directly sideways and away from the caster if the caster is in either of the target unit's flank arcs, or directly forwards if the caster is in the target unit's rear arc. The target stops 1" away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on units with a speed of 0.